NEW! THE ETERNAL CHAMPIONS HAVE ARRIVED!

sonic the comic

No. 19 February 18th 1994

Britain's OFFICIAL SEGA COMIC

£1.10 Every Fortnight!

starring SONIC THE HEDGEHOG

KICK IT, CHAMPIONS!

NEW SHINOBI STORY inside!

PE STC3 Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!
Watch how you handle this issue of STC - it's hot!

For a kick-off the **Eternal Champions** are here! Sega's hottest new street-fighters explode into action with STC's hottest new comic series. If you think this is the beginning of something seriously huge - you'd be right! In preparation right now is the **STC Eternal Champions Special**. It will feature more stories, more moves, and more information than any E.C. fan could wish for. Watch out for it next month.

Shinobi is back! Joe Musashi returns in a brand-new six-part story. Boomers who raved about his first appearance in STC's 1-6 prepare to orbit the Moon!

Sonic 3 is coming! We've turned over the Review Zone to a full review of the most megatastic Sonic game since. . .well, **Sonic 3!** And, in the News Zone, find out when you can actually buy it.

We've got Sonic videos to give away - next issue! That's right, Boomers, the freebie we announced as appearing in STC 17 has been held back so that we can bring you not one, but two videos full of the TV **Adventures Of Sonic The Hedgehog**. Believe me, the wait will be worth it!

Coming soon: FREE GIFTS! Two new STC goodies will be given away free with issues 21 and 22. What are they? It's a secret! All will be revealed here in the Control Zone next issue.

Also coming soon: MORE POSTER MAGS! After the resounding success of **Sonic The Poster Mag** 1 and 2, STC will be producing six more poster mags this year! STPM 3, featuring an all-new Sonic comic strip, goes on sale later this month. More details next issue.

So, are we talking hot or what? STC - the only comic you need flameproof underwear to read!

Megadroid

S.T.C.

WHAT THE HECK WAS IT?

Back in STC 13, the **Belt Clip** was unleashed on an unsuspecting world. A fashion statement of the highest order, it also had a multitude of other exciting uses. But what were they?

STC challenged Boomers to come up with original uses for this object. The best five would win exclusive **Sega Pirate TV T-shirts**. Needless to say, the ideas flooded in, and here (drum roll, please) are the winning five entries:-

Stephen Emordy of Glasgow:
IT'S A BELLY-FLUFF REMOVER!

Michael Marshman of Southport, Merseyside:
IT'S A HOLDER FOR MY MUM'S BINGO CARDS!

Saul Wilcox of Bath, Avon:
IT'S A CLOTHES PEG!

David Bunn of Stafford:
IT'S AN AID FOR PARTING YOUR HAIR!

Howard Mosley of Skellow, South Yorkshire:
IT'S SOMETHING FOR FIRING INK PELLETS AT YOUR TEACHER!

Thanks, Boomers, you're all seriously weird people! Hope you like your T-shirts. Thanks also to the many other folk who sent in equally loony ideas. Here is just a selection of other uses for the **STC Belt Clip**.

It's a potato slicer!
It's a lob roll cutter!
It's something to blow up a SNES with!
It's an Elastoplast remover!
It's something to pick your nose with!
It's something to clip on the spokes of your bike!

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | new entry | re-entry

MEGA DRIVE

1. SENSIBLE SOCCER
2. ALADDIN
3. SONIC SPINBALL
4. STREETFIGHTER 2 CHAMP ED.
5. SONIC THE HEDGEHOG 2
6. MICRO MACHINES
7. MORTAL KOMBAT
8. JUNGLE STRIKE
9. F1
10. ROBOCOP V TERMINATOR

MEGA CD

1. SONIC CD
2. THUNDERHAWK
3. NIGHT TRAP
4. LETHAL ENFORCERS
5. SILPHEED
6. FINAL FIGHT
7. SEWER SHARK
8. ECCO THE DOLPHIN
9. SHERLOCK HOLMES
10. BATMAN RETURNS

MASTER SYSTEM

1. SONIC CHAOS
2. JUNGLE BOOK
3. MORTAL KOMBAT
4. OLYMPIC GOLD
5. WINTER OLYMPICS
6. JURASSIC PARK
7. THE FLINTSTONES
8. F1
9. COOL SPOT
10. WIMBLEDON TENNIS

GAME GEAR

1. SONIC CHAOS
2. JUNGLE BOOK
3. ECCO THE DOLPHIN
4. COOL SPOT
5. SONIC THE HEDGEHOG 2
6. MORTAL KOMBAT
7. PGA TOUR GOLF
8. BATMAN RETURNS
9. MICKEY MOUSE 2
10. WINTER OLYMPICS

PENGUIN ELSPA > CHARTS < GALLUP

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- **Managing Editor:** Steve MacManus
- **Publisher:** Chris Power

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Sonic THE HEDGEHOG

CASINO NIGHT PART 2

THINGS ARE NOT GOING WELL FOR SONIC AND PORKER LEWIS IN THE CASINO NIGHT ZONE...

HEY, WHODA THOUGHT IT, BOSS? THAT WE THESE MARKIO BRO'S WOULDA BEEN THE ONES TO POUNCE OFFA THE FAMOUS SONIC THE HEDGEHOG!

WITH MY BRAINS, HOW COULD WE LOSE?

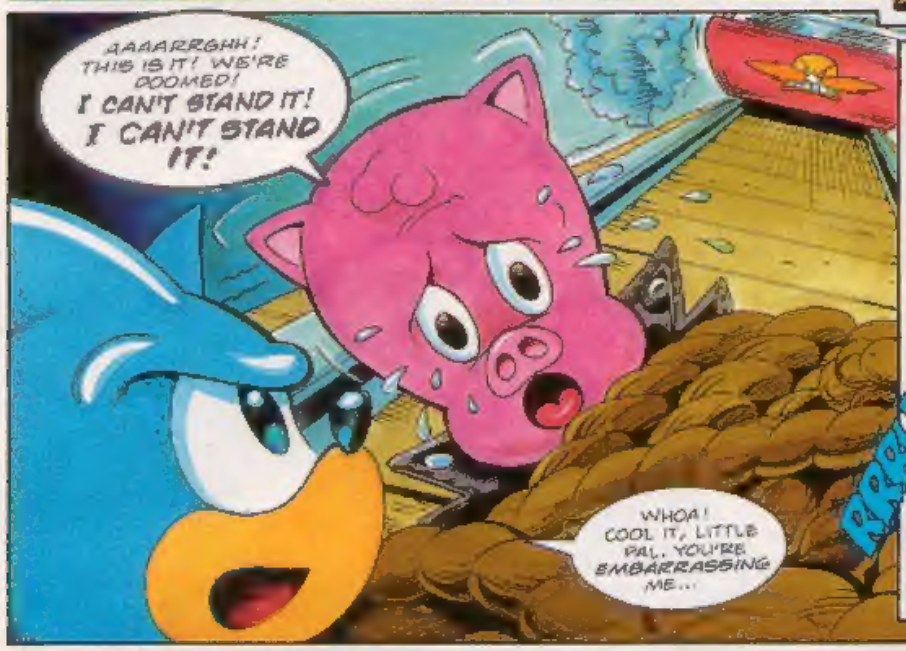
WHATTAYOU MEAN? THIS TRAP, SHE WAS-A MY IDEA!

OH, TRYING TO TAKE ALL THE CREDIT FOR YOURSELF EH? WE'LL DISCUSS THIS LATER, CHICIO!

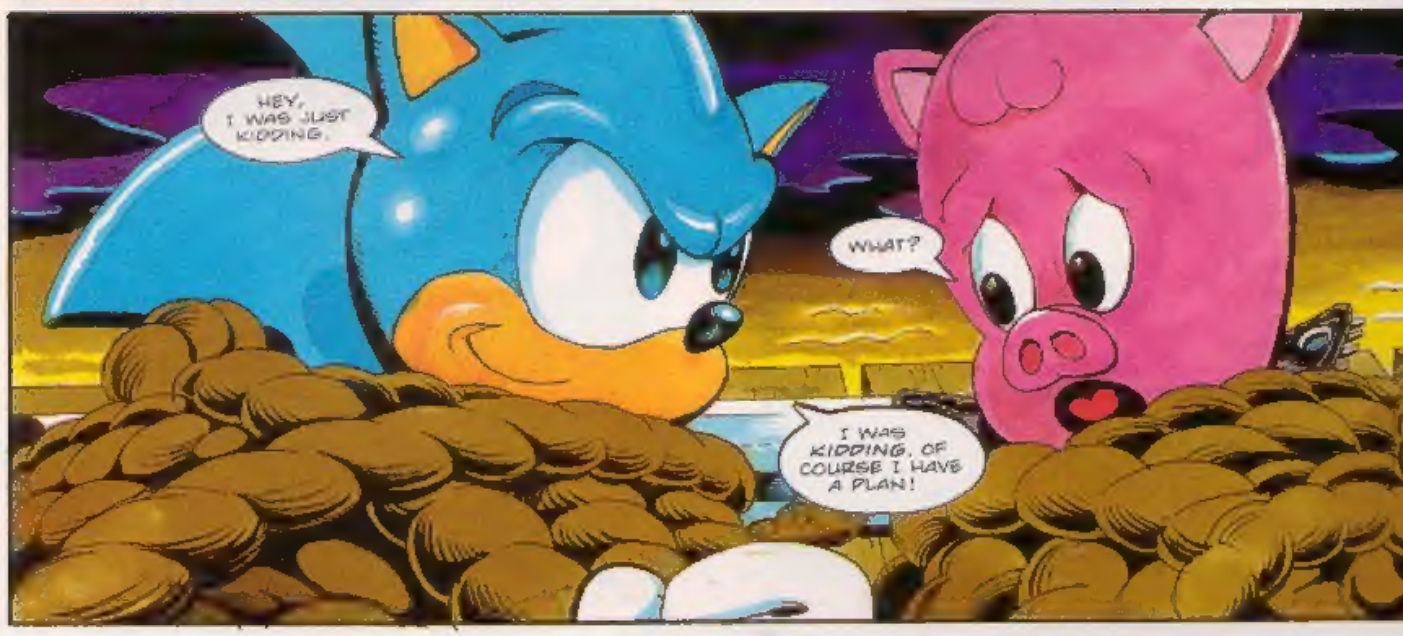
Script: Nigel Kitching Art: Richard Flann Letterer: Flitz Fell

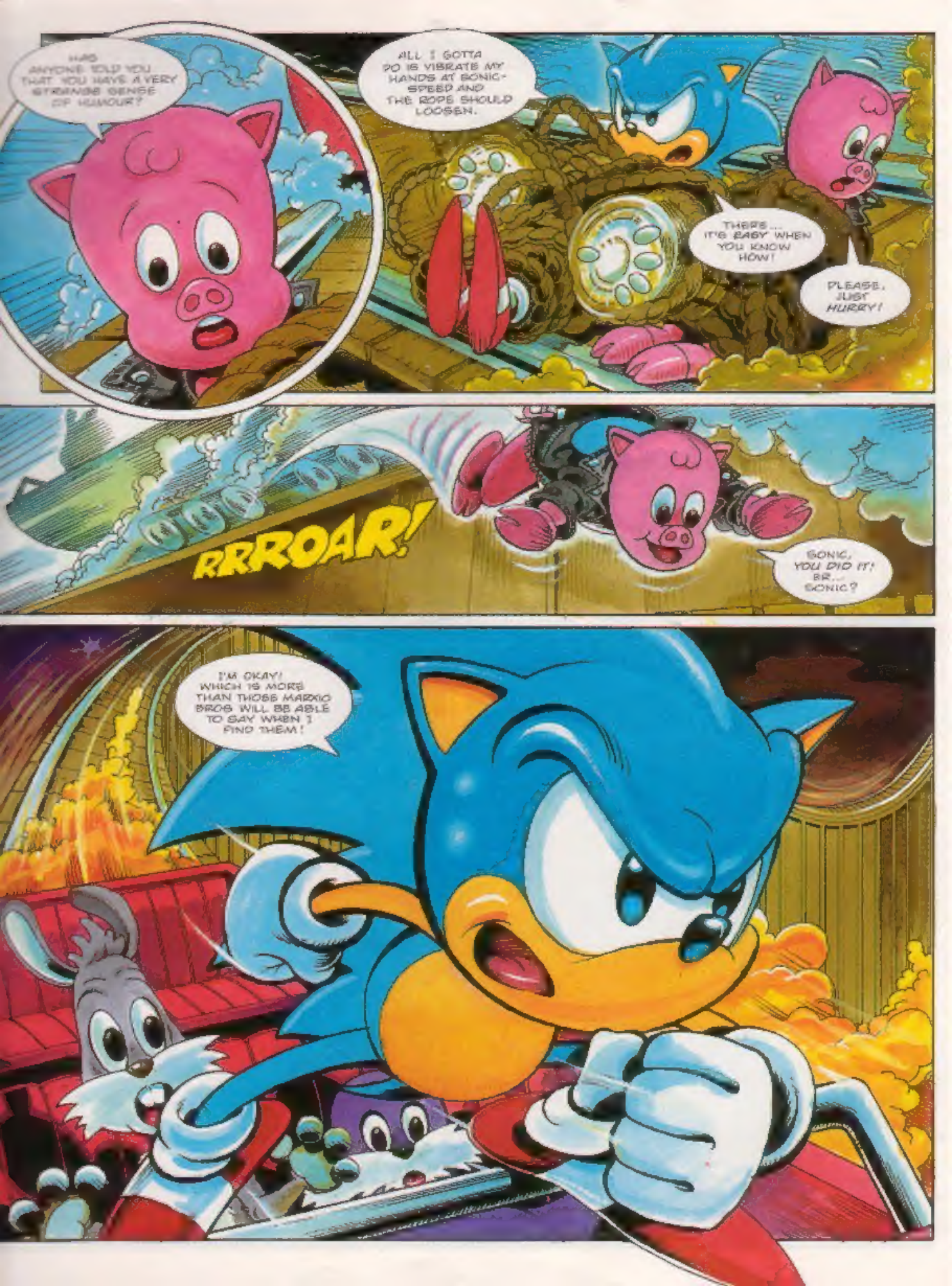
WELL, ER... SONIC WHAT'S YOUR PLAN? HOW ARE WE GOING TO ESCAape?

AFRAID I DON'T HAVE ONE, BUDDY. SORRY 'BOUT THAT.

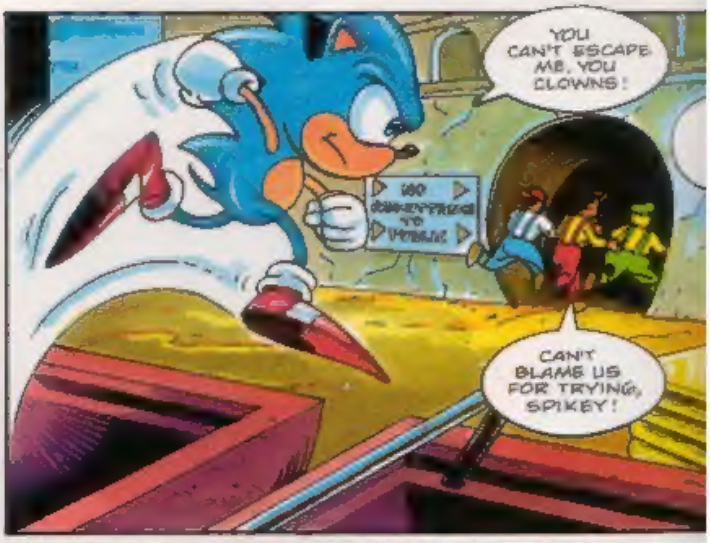

AAAARRGHH! THIS IS IT! WE'RE DOOMED! I CAN'T STAND IT! I CAN'T STAND IT!
WHOA! COOL IT, LITTLE PAL. YOU'RE EMBARRASSING ME...

OH PARDON ME MISTER COOL, BUT IT'S NOT EVERY DAY I'M SPLATTERED BY A ROLLER COASTER CAR!
RRRUMBLE!

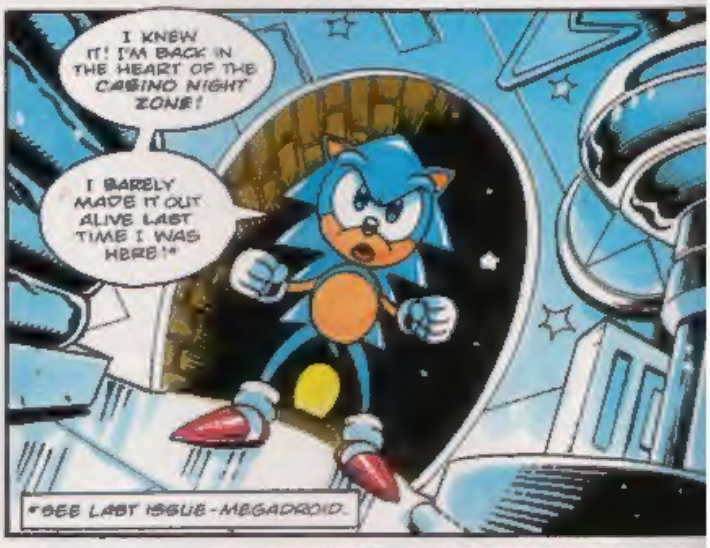

HEY, I WAS JUST KIDDING.
WHAT?
I WAS KIDDING. OF COURSE I HAVE A PLAN!


HAS ANYONE TOLD YOU THAT YOU HAVE A VERY STRANGE SENSE OF HUMOUR?
ALL I GOTTA DO IS VIBRATE MY HANDS AT SONIC-SPEED AND THE ROPE SHOULD LOOSEN.
THERE... IT'S EASY WHEN YOU KNOW HOW!
PLEASE, JUST HURRY!
RRROAR!
SONIC, YOU DID IT! BR... SONIC?
I'M OKAY! WHICH IS MORE THAN THOSE MARIO BROS WILL BE ABLE TO SAY WHEN I FIND THEM!

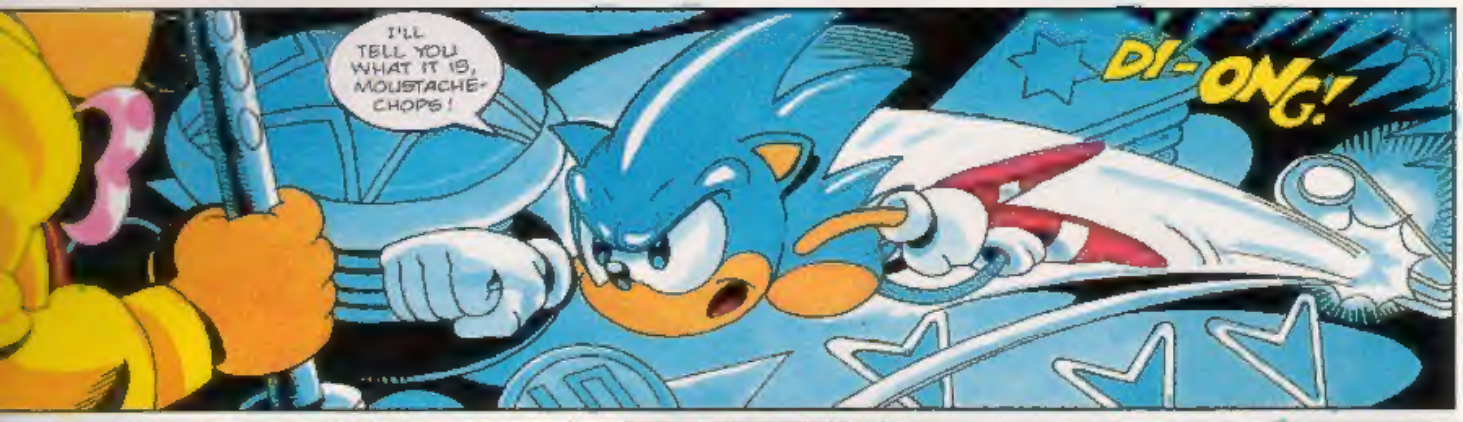
THIS IDEA OF YOURS WAS REALLY DUMB, CHICIO!
OH, SO IT'S-A MY IDEA AGAIN, IS IT?

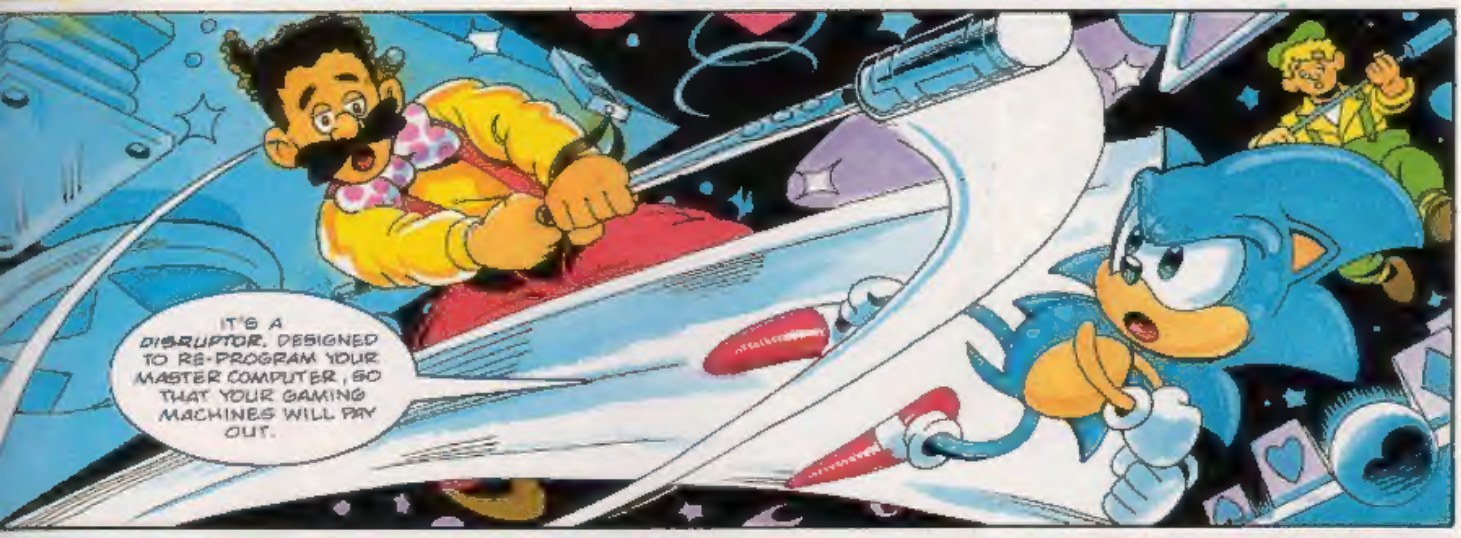

YOU CAN'T ESCAPE ME, YOU CLOWNS!
CAN'T BLAME US FOR TRYING, SPIKEY!

THE MARXIOS KNOW THIS ZONE LIKE THE BACK OF THEIR HANDS. I MUST BE CRAZY FOLLOWING THEM THIS WAY.
ALTHOUGH, I DO HAVE MY REPUTATION TO THINK OF!


I KNEW IT! I'M BACK IN THE HEART OF THE CASINO NIGHT ZONE!
I BARELY MADE IT OUT ALIVE LAST TIME I WAS HERE!*
*SEE LAST ISSUE - MEGADROID.

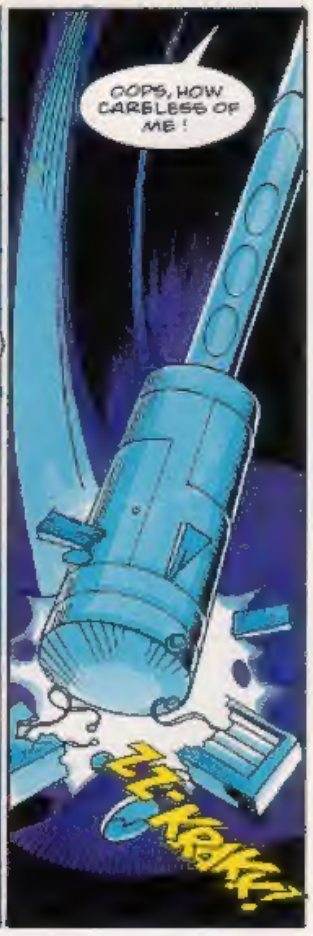
IS THIS WHAT YOU'RE AFTER?
WE DON'T-A KNOW WHAT IT IS, BUT IT SEEMED PRETTY IMPORTANT TO YOU AND YOUR BUDDY!

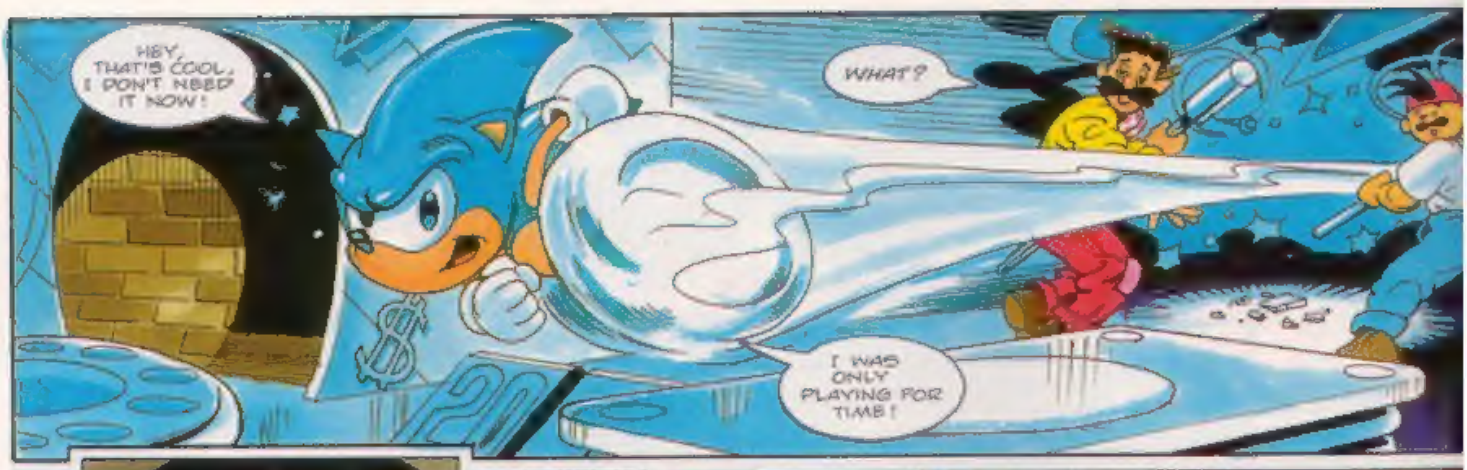

I'LL TELL YOU WHAT IT IS, MOUSTACHE-CHOPS!
DI-ONG!

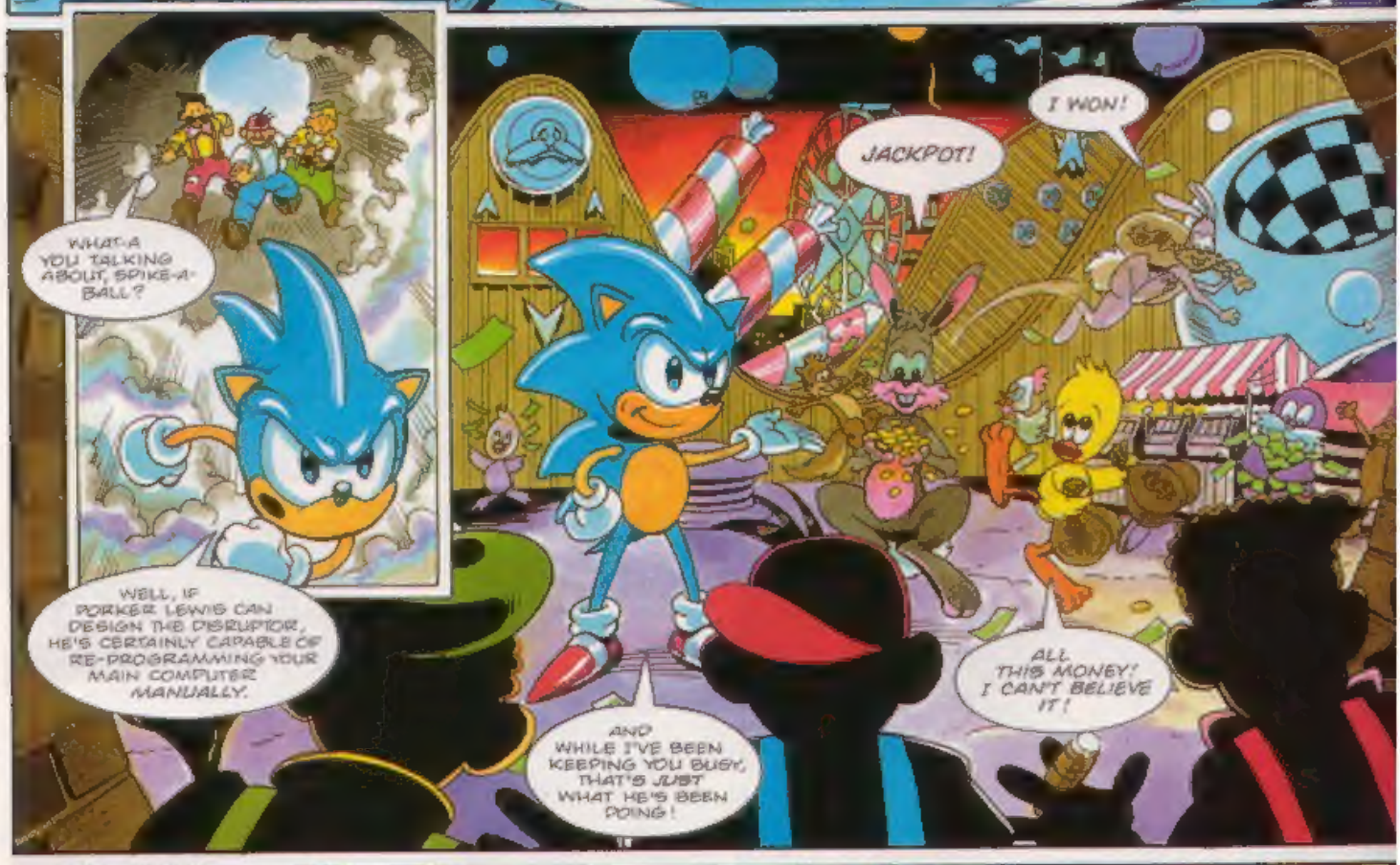

IT'S A DISRUPTOR, DESIGNED TO RE-PROGRAM YOUR MASTER COMPUTER, SO THAT YOUR GAMING MACHINES WILL PAY OUT.

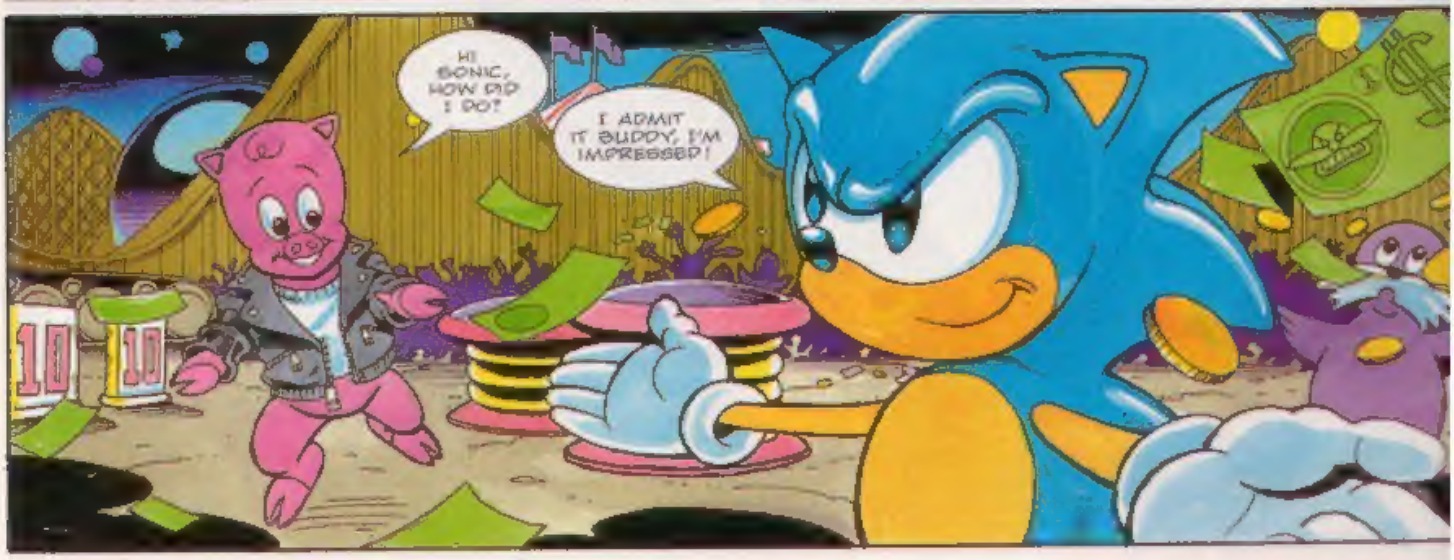
HEY, I'VE-A GOT THOSE MACHINES PROGRAMMED SO THEY'LL-A NEVER PAY OUT!

NOT ONCE I GET HOLD OF THE DISRUPTOR!
THINK AGAIN KID!


OOPS, HOW CARELESS OF ME!
ZZ-KRAKK!


HEY, THAT'S COOL, I DON'T NEED IT NOW!
WHAT?
I WAS ONLY PLAYING FOR TIME!


WHAT-A YOU TALKING ABOUT, SPIKE-A-BALL?
WELL, IF PORKER LEWIS CAN DESIGN THE DISRUPTOR, HE'S CERTAINLY CAPABLE OF RE-PROGRAMMING YOUR MAIN COMPUTER MANUALLY.
JACKPOT!
I WON!
AND WHILE I'VE BEEN KEEPING YOU BUSY, THAT'S JUST WHAT HE'S BEEN DOING!
ALL THIS MONEY! I CAN'T BELIEVE IT!


HI SONIC, HOW DID I DO?
I ADMIT IT BUDDY, I'M IMPRESSED!

NEXT ISSUE: SUPERSONIC RETURNS!

REVIEW Zone

This extra special Review Zone brings you a full review of the newest and greatest Sonic The Hedgehog game yet to appear! STC Reviewer this issue: Vincent Low.

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

STC Rating System

- under 40% - Yawnsville
- 40 - 70% - Normalsville
- 70 - 80% - Fun City
- 80 - 90% - Big Time City
- over 90% - Mega City!

SONIC THE HEDGEHOG 3

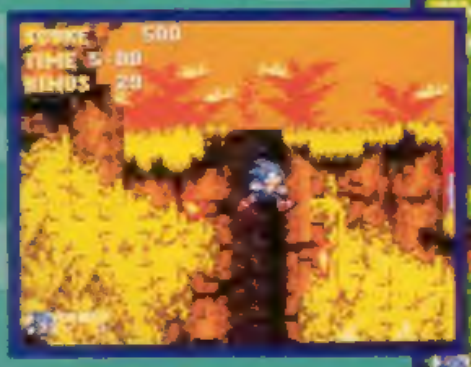
game type: ACTION
1-2 PLAYERS MD

Sonic The Hedgehog 2 was such a huge global success that Sega was always going to be under pressure to deliver the goods again. Well, **Sonic The Hedgehog 3** is everything a Sonic fan could want and more. For a start, both Sonic and Tails characters have been given around three times as much animation as they had in Sonic 2. Furthermore, they look a whole lot sharper and animate smoothly.

There are now two bosses per stage (one in each act), plus there's a new set of Badniks to beat. They not only look different but they attack really quickly and have a good eye for weak spots!

Sonic 3 is packed with lots of new play items like spinning tops, pulley ropes, catapulting arms, spiked pillars and twirling vines, to name but a few.

What Sonic game would be complete without the Zones? Well, this game features six brand new ones, and they are all hu-ge.

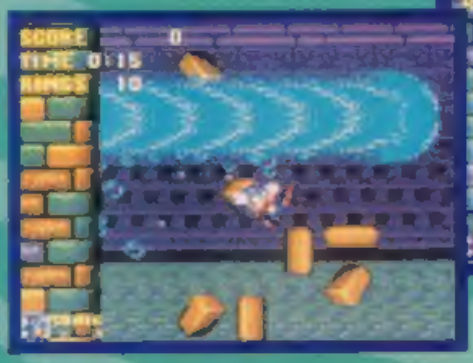


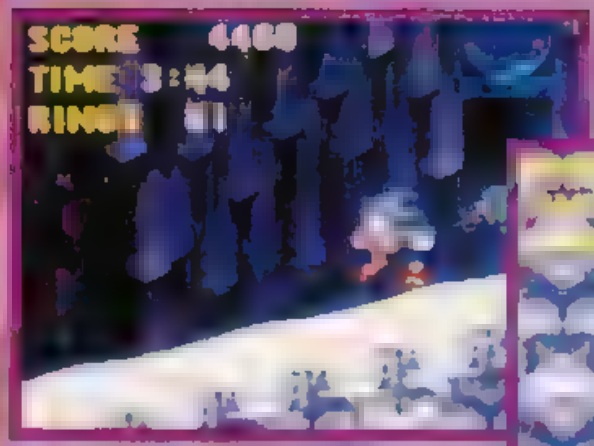
ANGEL ISLAND

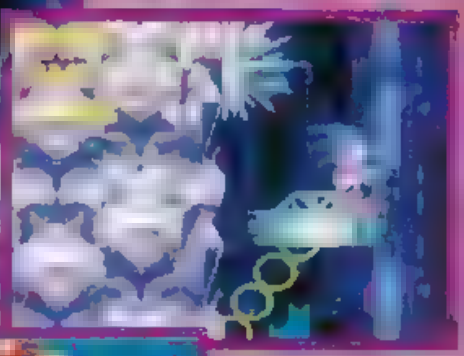
This zone has Sonic meeting up with a new enemy called Knuckles who teases Sonic throughout the game. This weird looking creature is an Echidna (that's a spiny anteater, as if you didn't know!). Other hazards you'll encounter on the island are vines (the swinging variety), and sheer walls of flames!

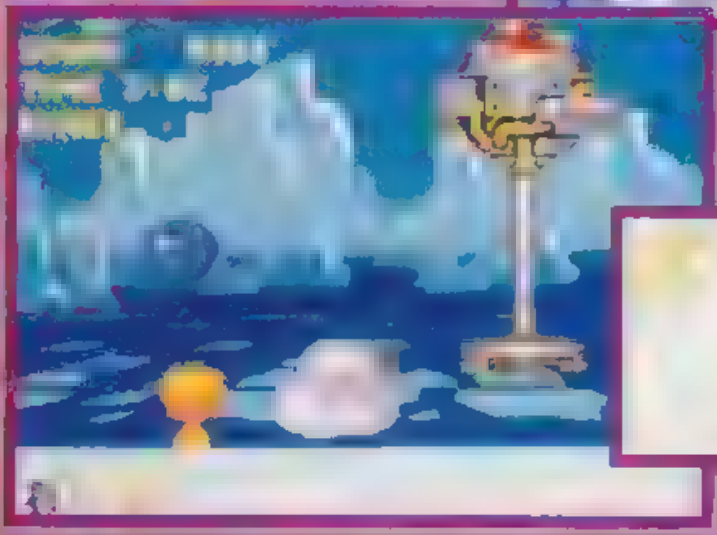
HYDROCITY

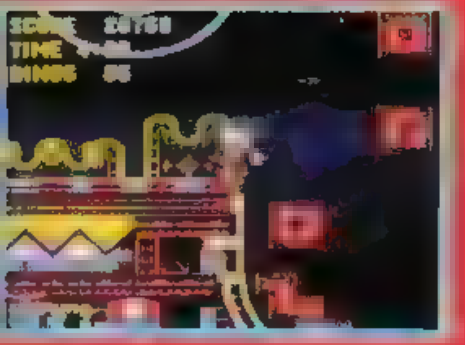
This water-filled city is no joke and features many tricky combo moves. Features include chasing walls, slippery slides, underwater creatures and conveyor belts.

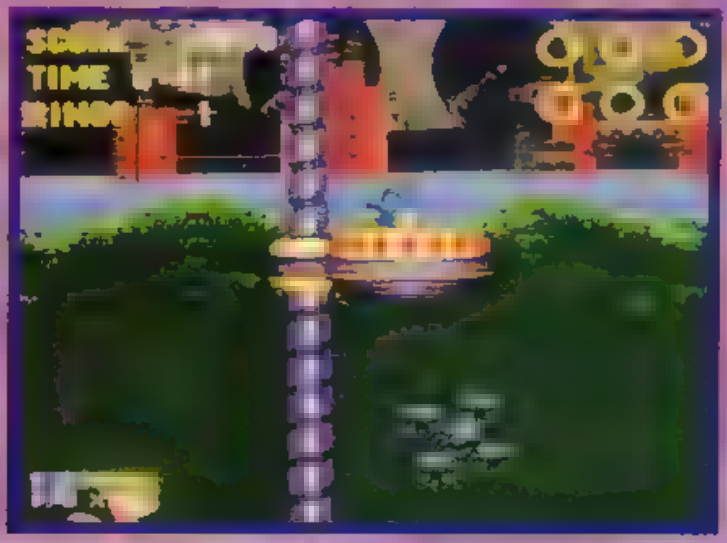


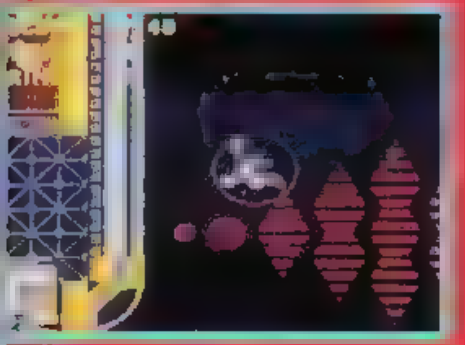

SCORE 4460
TIME 3:44
RINGS 41






SCORE 24750
TIME
RINGS 06


SCORE
TIME
RINGS

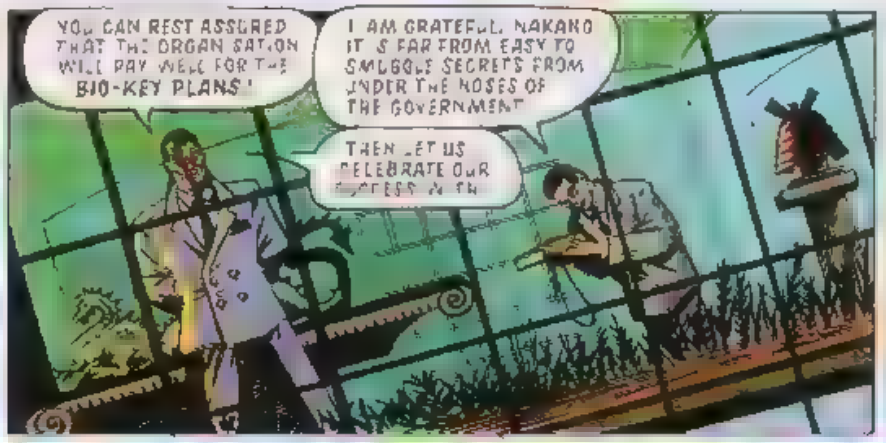


NEW

ETERNAL CHAMPIONS

武士道

PART 1



MY INFORMERS WERE SURE YOU
YOU ARE WITNESS TO THE
NO MATTER IT'S A MISTAKE THAT
GUARDS
BIO-KEY
PTOW!
ALONE
PTOW!
THE ETERNAL CHAMPIONS:
NINE ULTIMATE WARRIORS FIGHT ACROSS TIME FOR THE GOOD OF THE FUTURE
KER-AASH!
WE DONE GOOD
FOLLOWED YOU
THOUGHT
EVEN YOUR

JONATHAN BLADE
CAN THE SWEET MELODY YANOTO WE ALL KNOW HOW FOND OF HIM YOU ARE. BUT NOW IS TIME FOR FIGHTING
VIOLENCE IS THE SANCTUARY OF THE BRAINLESS AND THE BARBARIAN. IT IS THE SECRET SCIENCE OF ALCHEMY THAT HOLDS THE KEY TO THIS STRUGGLE
XAVIER – 7th CENTURY ALCHEMIST AND WARLOCK
WITH A SINGLE TRANSFORMATION CHANT THIS DEVIL'S WEAPON WILL BECOME A USELESS SLAB OF IRON
SPEAK AGAIN WORKING MR. MAGIC MAN
THEN MY STAFF MUST BE SUFFICIENT TO TURN YOUR BRAIN TO JELLY
JETTA MAXX – 9th CENTURY REVOLUTIONARY
YAHH!
CHAMPIONS THIS WHAMMO HE ESCAPES
OUR BAND OF BATTLING MISFITS WON'T STOP THE DEVELOPMENT OF THE BIO KEY PROJECT
JETTA FORGET BIO KEY WATCH THE CREEP BEHIND YOU
WHA ?

LARCEN TYLER –
GAKK!
MITCHELL MIDDLETON KNIGHT
NO, YOU HAVE WORK & THE BLOOD LUST IS THE MONSTER
HUNGER
THOOM!
THOOM!

TRIDENT
SLASH : PREHISTORIC APE MAN FROM 25,000 B.C.
YOU MAKE A BETTER CRUSSADER THAN THESE FEEBLE HUMANSSS
IT'S JUST AS THE ETERNAL CHAMPION HAS FOREWARNED WE HAVE ARRIVED IN THE TIME STREAM AT THE INVENTION OF BIO KEY TECHNOLOGY — THE TECHNOLOGY THAT CREATED THE OVERLORD.
AND WE'RE

News Zone

SONIC COUNTDOWN!

Sega set official release date for Sonic 3

Thursday, February 24th, 1994
Mark this date in your diaries, Boomers and cancel all other plans. Yes, this is the day - if all goes well - that **Sonic The Hedgehog 3** will be hitting the shops.

The brand new Mega Drive game reviewed in this issue is Sonic's biggest outing since the release of *Sonic The Hedgehog 2* in November 1992. That game shattered all records in numbers sold, outselling conventional albums from stars like Madonna and Simply Red. Will **Sonic 3** be even bigger?

Sega are planning some mega activities around and after the launch of the game. Just what these secrets were was still hush-hush as STC went to press. However, be sure to check out next issue's News Zone for more details of the biggest Sonic event of 1994!

MEET KNUCKLES

[illegible]

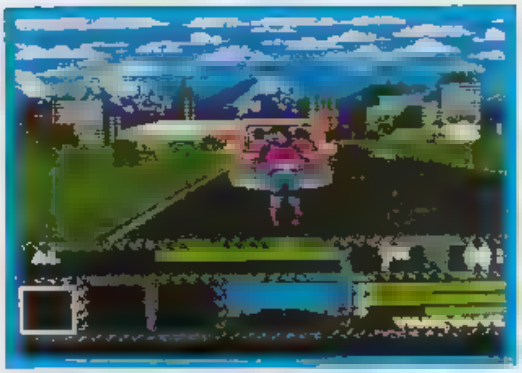
Sonic stories. Keep 'em posted.

DON'T TRY TH[illegible]

EA plans to send Nation's youth Skitchin'

[illegible] a diabolical plan to rid this country of its young. Electronic Arts will be launching the deadly sport of Skitchin' next month. A combination of skating and hitch-hiking, Skitchin' involves grabbing hold of the nearest

IT HOME KIDS!



moving vehicle and racing from city to city across the USA.

Fortunately for all Skitchin' is confined to a new game for the Mega Drive due for release in March. EA describes **Skitchin'** as a 16-Meg road car overbrade combat racing game in which you have to 'Skitch' your way from L.A. to New York, through 12 major U.S. cities. There are no rules and no speed limits and only the toughest make it through to New York.

Skitchin' comes from the team that produced *Road Rash* and it is promised that the action will be just as fast and hard. As controller, you take out other Skitchers that get in your way with a deadly arsenal of weapons and moves.

In the interest of safety, STC advises all readers to keep their Skitchin' activities confined to their Mega Drives. It's a lot safer - and you live longer.

LAUGHING ALL THE WAY

Midland Bank step up their Sega interest

You certainly can't accuse the friendly Midland Bank of being a bunch of money-grabbing rip-off merchants. They're now offering the young **Livecash** account customers the chance of winning Sega Mega Drives, Mega CDs and other Sega games and even a free trip to Hollywood.

The **Livecash** account is aimed at customers aged 11 to 16 years and can be opened from as little as £1. Not only do new customers have the chance to win a Mega Drive game and a free cassette player. A video recorder is up for grabs each month while a holiday for four to Hollywood is on offer every three months.

For existing **Livecash** customers there is the chance to win a Mega Drive, Mega CD and Sega games during January, February and March. Those who get their [illegible] together and apply within 14 days are entered [illegible] Sega Mega [illegible] in addition to [illegible] every **Livecash** customer [illegible] a free account shopping vouchers which include 50% off selected Sega games, a Top 10 CD for £6.99, a Top 30 cassette for £3.99, a Top 20 video for £6.99 plus a most [illegible] any [illegible] Barry Normans, a buy one & get one free coffee [illegible] voucher, cinema tickets. The [illegible] even cheap pizzas. Seems like at least one of the banks has been [illegible] what's young customers want. [illegible] had just turned 18. The Home Who [illegible] She's in Charge.

MIDLAND

KOMBAT ZONE

Mortal Kombat II hits the arcades

Prepare yourself once again. If you thought that *Mortal Kombat* was [illegible] action-packed, wait until you see *Mortal Kombat II*. The [illegible] back-to-up block-buster of 1993 is, not surprisingly, [illegible] the arcades by storm. It looks more realistic than any other [illegible] (the characters are slightly larger, more detailed and [illegible] before), and feels faster and more intense than the original. It's rumoured that there are many more [illegible] character, for example).

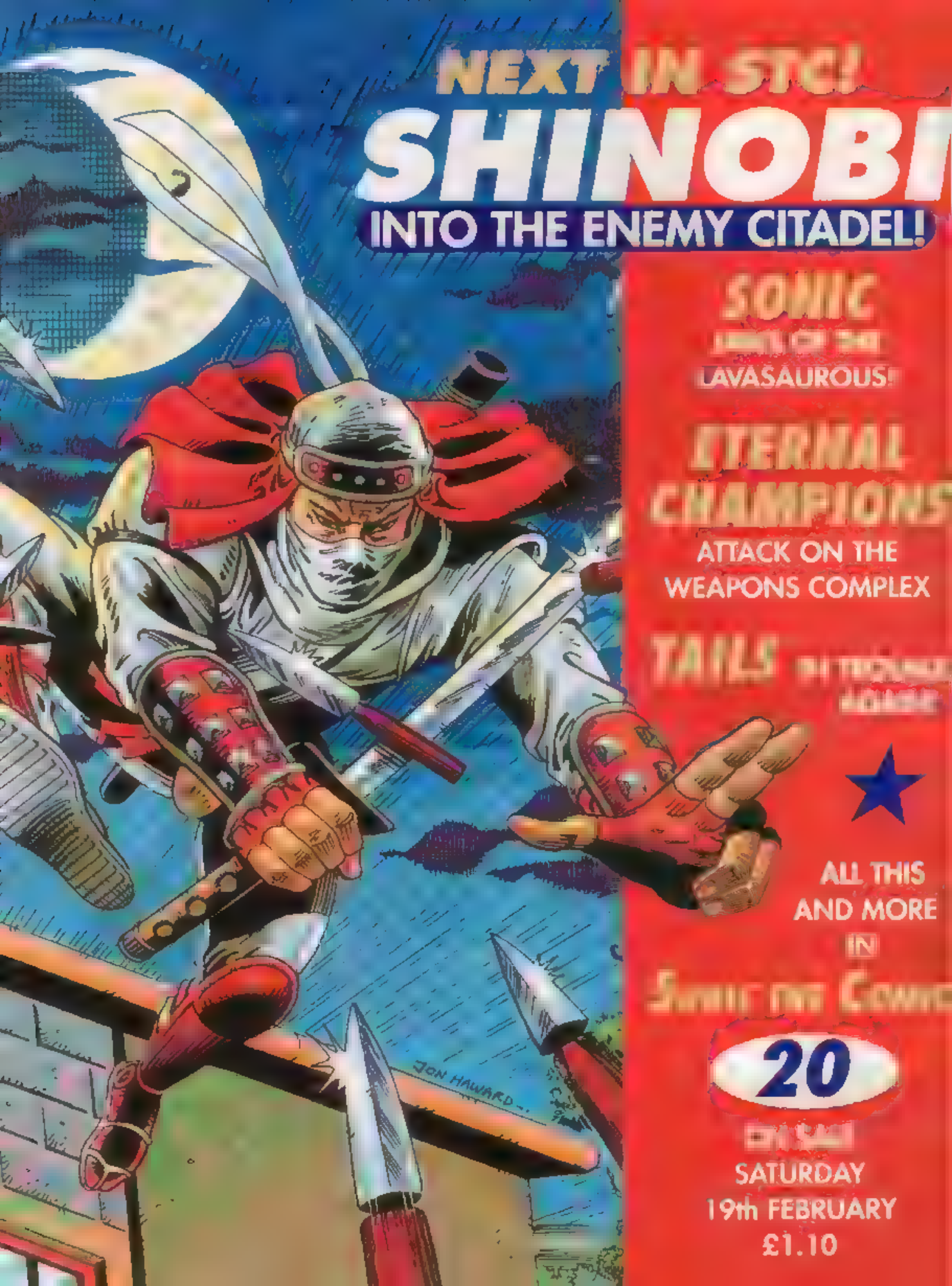
In *Mortal Kombat II*, the [illegible] has changed to fire the [illegible] The Outworld Tournament. The format's much the same as before, only this time the combat takes place across eight spooky [illegible] Living Forest (with [illegible]), and a Mortal [illegible] forbidding place where the prize is [illegible].

There are now twelve fighters to control - five of them are brand new, and five are characters you couldn't previously control [illegible] Tsung and Reptile). Scorpion, Sub-Zero, Johnny Cage, [illegible] Raiden are back (Sonya Blade and Kano are on holiday), while [illegible] characters make their debut (Kintaro is a four-armed [illegible] Goro, only he's bigger and has tiger stripes [illegible] Shao Khan wears spiky armour like Shredder's).

All the basic moves from *Mortal Kombat* are [illegible] improved form, and some moves are in abundance [illegible] new standard moves (there are at least three Special [illegible] character, plus new Finishing Moves [illegible] 'highly' entertaining experience.

Scorpion now has a nifty [illegible] flexible (and so's Raiden's [illegible]) [illegible] of fireball and a powerful Shadow Uppercut, and [illegible] two swords), Kung Lao (who has a [illegible] in the James Bond film Goldfinger), Jax (who has a [illegible] and two mounted bolas called Mutoids and Kitana (who [illegible] metal fans). Reptile (the mysterious green ninja seen in [illegible]) spits venom, has a dangerous magic ball, and - get this - has the power of invisibility. Shang Tsung is considerably younger looking than [illegible] in *Mortal Kombat*, but he still has the ability to transform [illegible] any other (playable) character - the ultimate fighter!

Probe Software have did a respectable job of bringing [illegible] to the Sega systems, and they're working away on the [illegible] conversions for the Mega Drive, Master System and Game Gear. [illegible] Flying Edge game before the end of the year. The leads are [illegible] shall see.


NEXT IN STC!
SHINOBI
INTO THE ENEMY CITADEL!
SONIC
LAVASAUROUS!
ETERNAL CHAMPIONS
ATTACK ON THE WEAPONS COMPLEX
TAILS
ALL THIS AND MORE IN
20
SATURDAY
19th FEBRUARY
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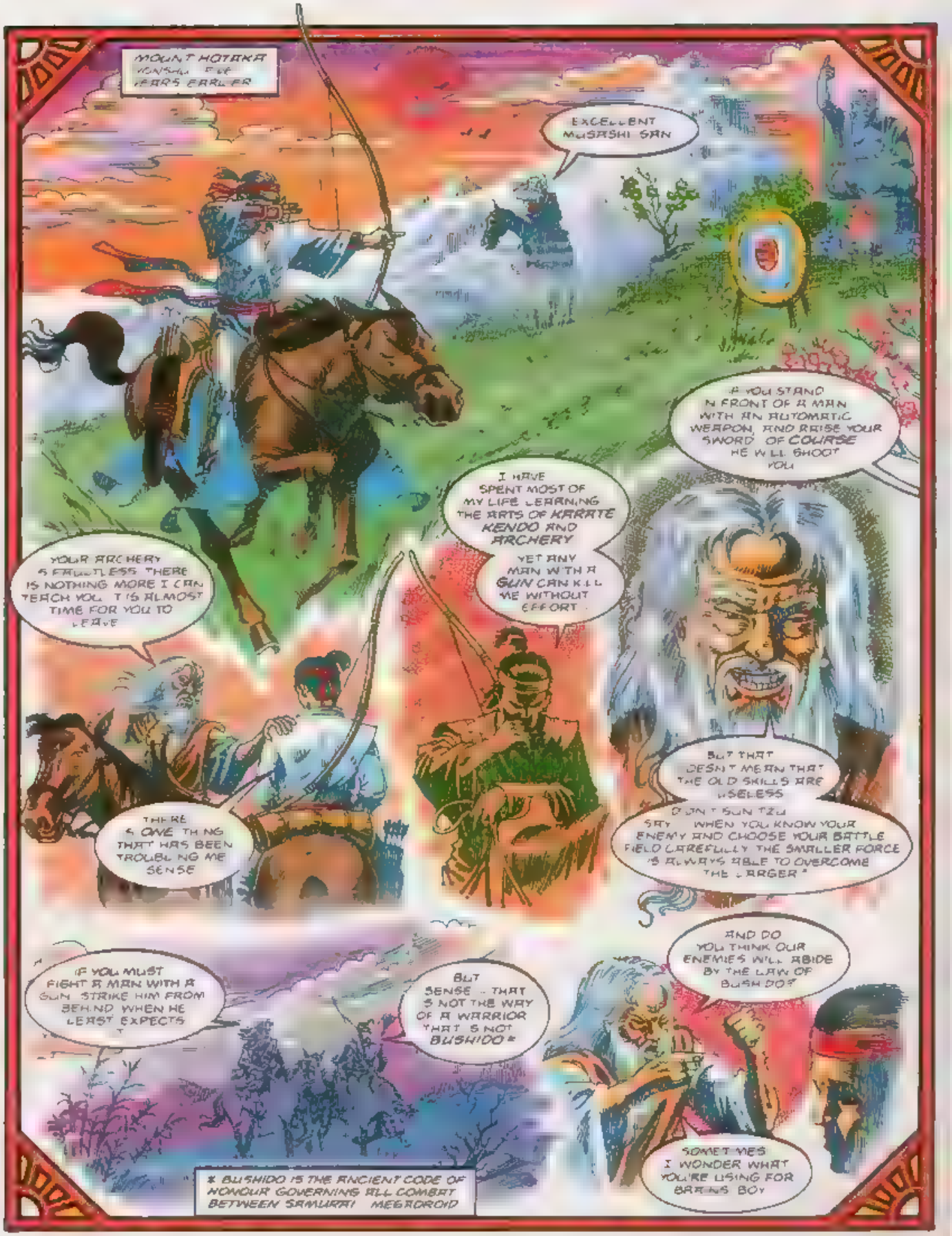
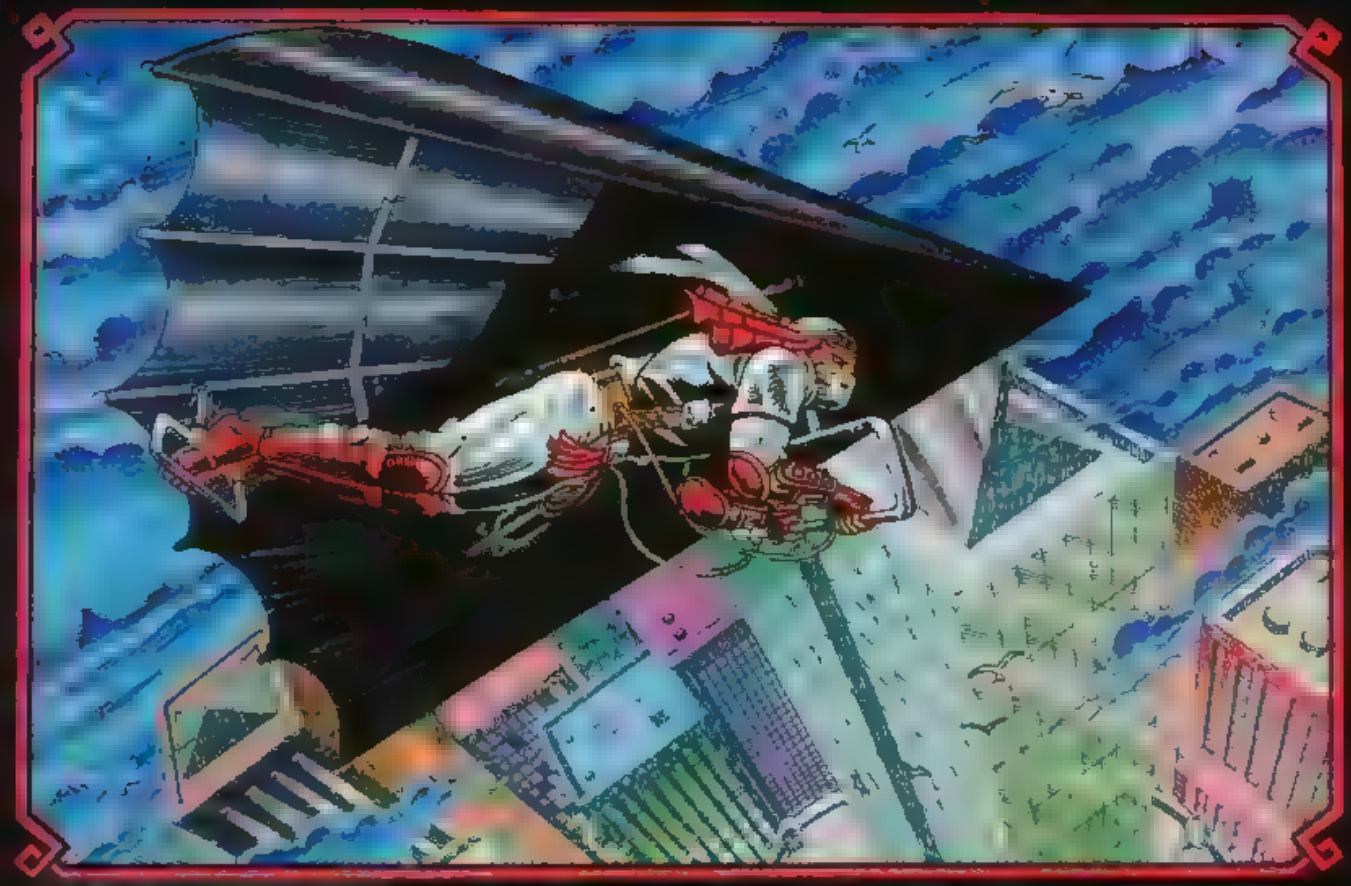
JON HAWARD

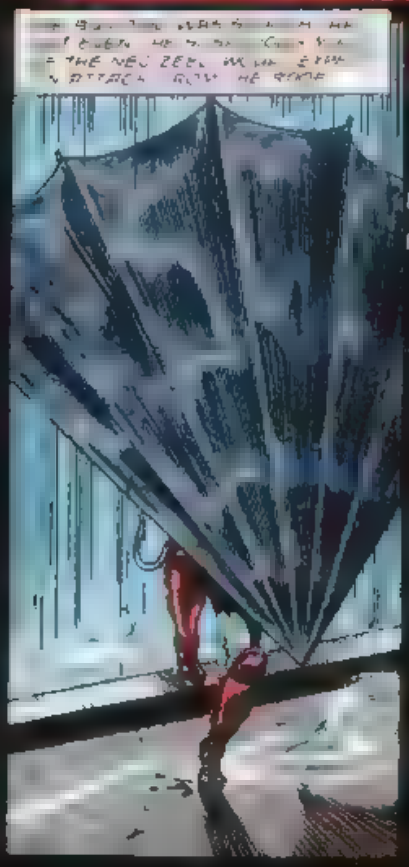
Shinobi
ART OF WAR
THE NEO ZEED BUILDING
A STEEL AND GLASS PALACE HEAVES AS HOME FOR THE ZEED & MANY LEGITIMATE BUSINESS INTERESTS
FULLY PROTECTED BY LICENSED ARMED GUARDS
AN EN RANCE
Scripts Alan McKenzie Art Jack Herbert Lettering Elke de Wilde

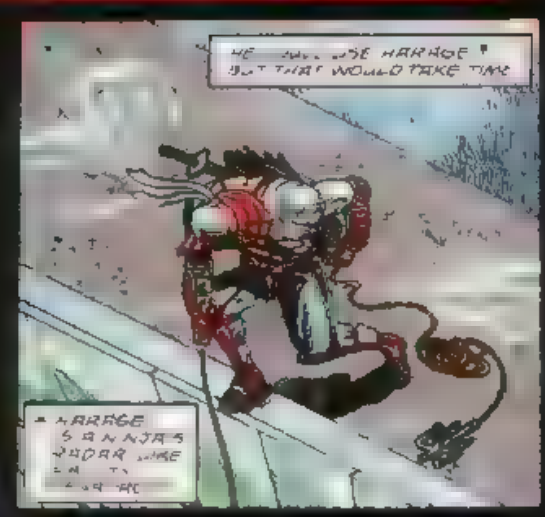
ENTRY CARD HE WOULD NOT BE ABLE TO BREAK THE PIN* CODE
NUMBER
BUT THAT DIDN'T MEAN THERE WASN'T A WAY.
ALWAYS
SUN TZU* SAID "NEVER FIGHT AN ENEMY ON HIS TERMS. ALWAYS BRING HIM TO BATTLE ON YOURS
* SUN TZU WAS AN ANCIENT CHINESE GENERAL WHO WROTE ART OF WAR, THE DEFINITIVE BOOK ON BATTLE TACTICS.
HE WOULD HAVE TO GO AROUND IT
AND TO DO THAT HE WOULD HAVE TO RETURN TO THE OLD WAYS


MOUNT HOTAKA
YONSHU FIVE YEARS EARLIER
EXCELLENT MUSASHI SAN
YOUR ARCHERY IS FAULTLESS. THERE IS NOTHING MORE I CAN TEACH YOU. IT'S ALMOST TIME FOR YOU TO LEAVE
I HAVE SPENT MOST OF MY LIFE LEARNING THE ARTS OF KARATE KENDO AND ARCHERY
YET ANY MAN WITH A GUN CAN KILL ME WITHOUT EFFORT
IF YOU STAND IN FRONT OF A MAN WITH AN AUTOMATIC WEAPON, AND RAISE YOUR SWORD OF COURSE HE WILL SHOOT YOU
THERE IS ONE THING THAT HAS BEEN TROUBLING ME SENSE
BUT THAT DOESN'T MEAN THAT THE OLD SKILLS ARE USELESS
DON'T SUN TZU SAY "WHEN YOU KNOW YOUR ENEMY AND CHOOSE YOUR BATTLE FIELD CAREFULLY THE SMALLER FORCE IS ALWAYS ABLE TO OVERCOME THE LARGER"
IF YOU MUST FIGHT A MAN WITH A GUN STRIKE HIM FROM BEHIND WHEN HE LEAST EXPECTS IT
BUT SENSE - THAT IS NOT THE WAY OF A WARRIOR THAT IS NOT BUSHIDO*
AND DO YOU THINK OUR ENEMIES WILL ABIDE BY THE LAW OF BUSHIDO?
SOMETIMES I WONDER WHAT YOU'RE USING FOR BRAINS BOY
* BUSHIDO IS THE ANCIENT CODE OF HONOUR GOVERNING ALL COMBAT BETWEEN SAMURAI MEGAROID

SENSEI WAS RIGHT OF COURSE THE NEO ZEED KILLED HIM WITH POISON HARDLY AN HONOURABLE DEATH FOR A GREAT SWORDSMAN
AND THEY KIDNAPPED NAOKO
NAOKO AN INNOCENT YOUNG GIRL WHO COULD DO THEM NO HARM
AND NOW THEY HOLD HER PRISONER IN THAT GLITTERING STEEL AND GLASS TOWER ACROSS THE STREET
TO ROOF
THEY THINK I WILL MAKE HIM LEAVE THEM ALONE
AND AFTER HE FREES NAOKO, HE MIGHT
HE MIGHT TRY TO TAKE THE WOMAN HE LOVES SOMEWHERE SAFE
THERE IS NOWHERE SAFE
IF HE TAKES NAOKO FROM THEM, THE NEO ZEED WILL FIND HIM WHEREVER HE RUNS FOR THEIR ARMS ARE LONG AND MANY
DIDN'T SUN TZU SAY "THE BEST DEFENCE IS A GOOD OFFENCE"
ACTUALLY HE DIDN'T BUT HE SHOULD HAVE






HE WOULD USE HARAGE!
BUT THAT WOULD TAKE TIME

THIS ONE TIME WHEN HE
WOULD USE HIS ENEMIES
OWN WEAPONS AGAINST THEM

Q Zone

Mega Drive

STREET FIGHTER II SPECIAL

If you've had difficulty working out the various moves for your favourite characters in StreetFighter 2, then take a look at the list below. To help all Beamers who received this as a Christmas present and want to win at the best beat-em-up ever, here is the complete list of moves for six of the characters, (check out the special key box on the right):

CHUN LI

4 Hand Plant Kick
A move that when used repeatedly can [illegible] a guaranteed win. A great move for placing the opponent off balance. Press Down and hard punch.

5 Flying Throw
A very powerful and useful move. Can cause great problems for your opponent. Tap [illegible] in the air and do a hard punch.

6 Power Throw
One of the best power moves. It also takes a lot of energy from your opponent. [illegible] and perform a hard punch.

7 Elbow
After performing a combination move use this to stun your opponent before they can [illegible]. Stand next to opponent and punch.

SPECIAL MOVES

1 Lightning Kick
A fast and very powerful surprise attack on your opponent. Watch Chun Li spin backwards and as they speed [illegible] the position. Repeatedly use any kick.

2 Backflip
A very important move to master. This allows you to hit your opponent and get out of harm's way before they fight back. Tap and perform a kick.

7 Spinning Bird Attack
Turn Chun Li into a sort of helicopter blade as she spins in to destroy your opponent's energy. Press Down for approx two seconds, then Up and kick.

8 Fireball
A very effective move to really damage your opponent's energy. Great for a counter attack on Ken or Ryu's fireball. A A+Down, Down, DownT, T and punch.

BALROG

1 Uppercut
A very powerful move from this former World Boxing Champion. Best used when you catch your opponent in the corner as they cannot escape. Press Down and hard punch.

2 Drop Punch
A nice move to use when combined with a combination of punches. Can be very destructive. Press Up, T and perform a hard punch.

3 Right Hook
Using various punches helps to confuse your opponent. This move can result in a devastating blow. Perform a hard kick.

4 Headbutt
A very violent move that can cause mass destruction to your enemy. Balrog will grab hold of the enemy and headbutt them. Stand next to opponent and perform a hard punch.

[illegible]

5 [illegible]
[illegible]

6 [illegible]
A [illegible] the [illegible] seconds, then [illegible]

SAGAT

1 [illegible]
[illegible]

2 [illegible]
[illegible]

3 [illegible]
[illegible]

4 [illegible]
[illegible]

[illegible]

5 [illegible]
[illegible]

6 [illegible]
[illegible]

M BISON

Sliding Kick
A great move to use for knocking the enemy over. As soon as they get up repeat this move to withdraw even more of their energy. Down and hard kick.

Throw
Get hold of the enemy and throw them to the floor. A great move to use before dashing into the opposition. T and medium or hard punch.

Flying Kick
M Bison has the most powerful flying kick in the game. Using this will take out a lot of energy from his opponent. Up+T and kick.

Belly Flop
A great move to use when getting into position for an air or ground attack on your opponent. Up+T and punch.

Fiery Fist
Use in a similar way to Balrog's uppercut, i.e. when trying to get the opponent into a corner. T and hard punch.

SPECIAL MOVES

Psycho Crusher
Bison's most powerful move. This will turn him into a kind of missile surrounded by flames. Takes away a large chunk of your opponent's energy. A for approximately two seconds, then T and punch.

Scissor Kick
A great surprise attack. Bison will look like he's retreating, then suddenly charge into the enemy. A for approximately two seconds, then T and kick.

Head Stomp
A clever move by Bison which consists of a three-in-one head-stomp, a kick to the face and a dive into the opponent. Down for approximately two seconds, then Up and kick.

VEGA

KEY TO ACROBATICS

KEN

the air and throw
close. Down for the

and

list at
seconds, then T and

1. Footscoop Kick
A very nice move to use after a standard flying kick. Down and kick.

2. Axe Kick
Finish your opponent off whilst he's in a stunned state to complete the job. Stand next to enemy and perform a hard kick.

3. Flower Throw
A vicious throw which goes Ken throw his opponent across the screen.
Push towards opponent and perform a high kick.

4. Aerial Hurricane
A super fast move to confuse your opponent in an attempt to get out of a tight corner. Jump, then Down, Down+A, A and kick.

SPECIAL MOVES

2. Dragon Punch
A powerful punch when used in a combination of Down, Down+T and punch.

3. Fireball
A long distance move which takes energy from an opponent, even when trying to block. Down, Down+T and punch.

7. Golden Fireball
Similar to the above, except this is much more powerful and fast. Only happens after firing three fireballs. Down, Down+T, T and punch. Repeat three times.

8. Hurricane Kick
A very fast and unpredictable move. Takes out a lot of energy, and your opponent will find it hard to block this kick. Down, Down+A, A and kick.

THE QUEST TO RESCUE THE MISSING ENCHANTER KING FROM THE LAND BEYOND IS OFF TO A SHAKY START

TAILS, YOU'RE SUPPOSED TO BE THE CHAMPION OF THE NAMELESS ZONE NOW *PROVE* IT!

CLANG!

SURE ERROL, I'M JUST WAITING FOR THE ER.. RIGHT MOMENT!

Tails

TAKE YOUR TIME.. HERO!

LOOK I'VE TRIED TO EXPLAIN ABOUT THIS HERO THING. THERE'S BEEN A MISTAKE.

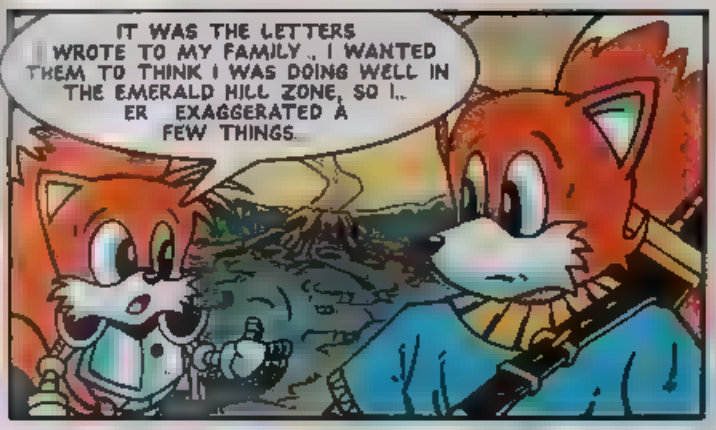
COME DOWN AND FIGHT, *COWARD!*

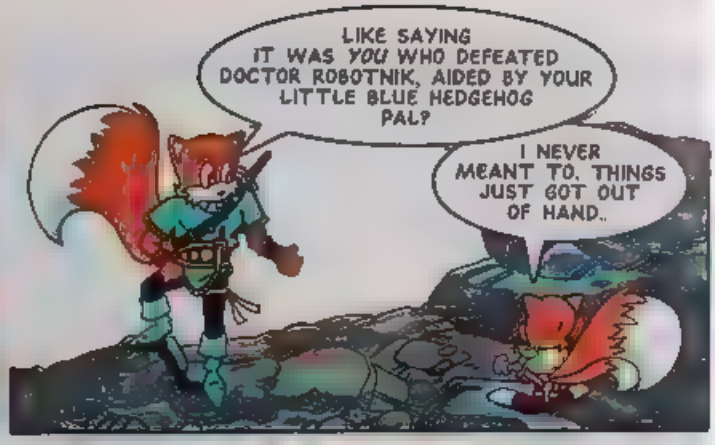
RUN AWAY!

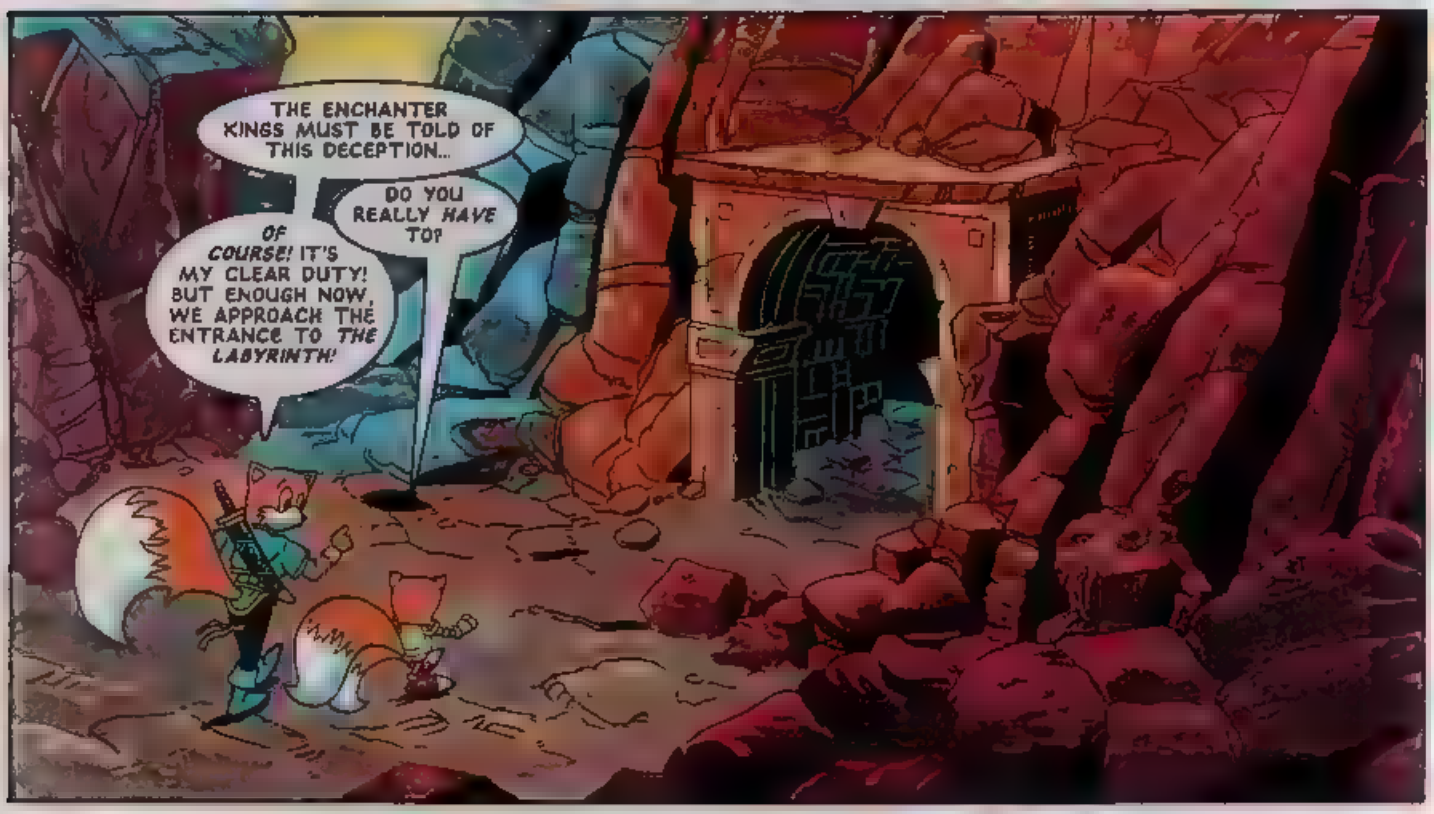
THEY'RE TOO TOUGH FOR US!

SO, TELL ME ABOUT THIS *'MISTAKE'*..

OH DEAR, I THINK YOU'RE GOING TO BE CROSS!


IT WAS THE LETTERS I WROTE TO MY FAMILY.. I WANTED THEM TO THINK I WAS DOING WELL IN THE EMERALD HILL ZONE, SO I.. ER EXAGGERATED A FEW THINGS.


LIKE SAYING IT WAS *YOU* WHO DEFEATED DOCTOR ROBOTNIK, AIDED BY YOUR LITTLE BLUE HEDGEHOG PAL?
I NEVER MEANT TO. THINGS JUST GOT OUT OF HAND..


THE ENCHANTER KINGS MUST BE TOLD OF THIS DECEPTION..
DO YOU REALLY *HAVE* TO?
OF COURSE! IT'S MY CLEAR DUTY! BUT ENOUGH NOW, WE APPROACH THE ENTRANCE TO *THE LABYRINTH!*

I HAVE STUDIED MAPS OF THESE TUNNELS QUICKLY, *THIS WAY!*

YIKE!
WHAT'S THE MATTER ERROL, WASN'T HE ON YOUR MAP?

THIS WAY, TAILS. I KNOW THESE TUNNELS LIKE THE BACK OF MY PAW!

BOY, THIS IS THE BEST JOB I EVER HAD!
YAAAAA!

LOOKS LIKE YOUR SECRET'S SAFE. YOU'LL DIE A HERO!
NOBODY'S GOING TO DIE, ERROL...

...I CAN FLY, REMEMBER?
OH YEAH, I FORGOT...

YOU SAVED MY LIFE, TAILS...
DOES THIS MEAN YOU WON'T TELL ON ME?
I DON'T WANT TO... BUT IT'S MY DUTY.

NEXT ISSUE : ***SLY AS A FOX!***

SPEEDLINES

Dash off a letter, draw a quick sketch, in short, send off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Face the Facts

Dear STC,

I would like to know more about Sonic, Tails, Doctor Robotnik and the others. Why don't you bring out a Sonic and friends/enemies fact file?

Nicholas Clark, Larkhall, Strathclyde.
Sonic Water Fun Game Winner.

Funny you should mention that, Nicholas, my old Boomer. We're working on a Badnik database right now. However, there's so many of them it's going to take a while, but keep watching STC for all sorts of Sega info.

Death of a Hedgehog?

Dear STC,

I have a query. I was talking to one of my friends who mentioned that he had read that Sonic would die in Sonic the Hedgehog 4. Naturally, I refused to believe him, but I'm now starting to wonder if this is true. If it is, who would replace him (who could?) -Tails, perhaps?

David Alexander, Ivybridge, Devon. MD owner.
Sonic Water Fun Game Winner.

*A typical hums-case of mistaken identity. Since **Sonic 3** is only just about to come out (therefore, Sonic 4 is a l-o-n-g way off), I'd suggest that any reports of Sonic popping his sneakers are greatly exaggerated.*

Price Was Right

Dear STC,

Why did you increase the price of STC? Surely you make loads of money every day anyway, so what's the point? Is it just so you can get a Jag and a massive house? (which you've probably got already). STC is a good comic that was at a good price. However, as my pocket money is only £2 per week, I now can't afford it, and I'm sure this goes for lots of other readers as well.

William Pedley, Abingdon, Oxfordshire.
MD owner.
Sonic Water Fun Game Winner.

The reasons for the price increase were explained in STC 13's Control Zone, William, and believe me, the decision was not taken lightly. We don't have any control over the rising prices of raw materials, but we do try and make sure that STC carries the highest quality comic-strips and features. Therefore, STC will always be good value for money.

Decap Reader

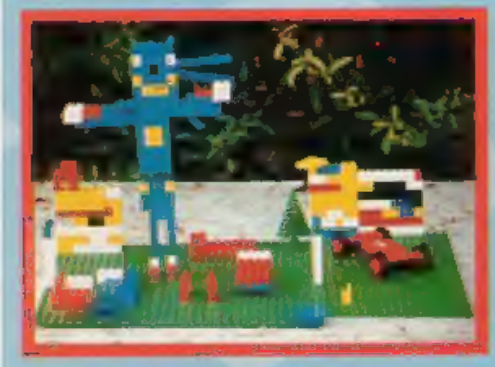
Dear STC,

We get STC every fortnight and enjoy it very much (a particular favourite was **Decap Attack**). I would like to add that it has played an important part in encouraging my son to read for himself.

Liz Keeley, Belper, Derbyshire.
Sonic Water Fun Game Winner.

*Glad to be of help, Liz. Keep an eye on your son though. Reading **Decap Attack** can be hazardous to anyone's health!*

Lee takes a break from the soccer field to practice some other strokes.
Lee Chapman, Melton Mowbray, Leicestershire.
MD owner.
Sonic Water Fun Game Winner.



Sonic goes to Legoland.
Sarah Player, Saffron Walden, Essex. GG and MS owner.
Sonic Water Fun Game Winner.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 672267.

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ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ❑ MS ❑ GG ❑ MCD ❑

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 19 OF STC?

❑ %